

Pivot Animator Module Activity Sheet

1. Activity Questions

Place the correct letter next to the number corresponding to the question in the module:

1. ____	2. ____	3. ____	4. ____	5. ____	Value: ____/10
6. ____	7. ____	8. ____	9. ____	10. ____	

Complete the on-line activities: (Definitions and Animations)

Show your teacher your completed activity with both a definition and a Pivot animation explaining each of the following simple machines. Each must have a working url for the definition you provided.

Definitions are valued at 3 points. 1 for a working URL, and 2 for the quality of the definition.

Animations are valued at 7 points:

Each animation will include:

- *a minimum of 25 frames*
(excellent ones will have many more than this)
- *backgrounds (made in paint, not downloaded)*
- *characters*
- *a demonstration of the simple machine.*
- *save with appropriate names (plane, wheel, etc.)*
- *The quality of each will determine the mark*

If animations have more than 30 frames a good contrasting background, and explain the machine then a full 7/7 will result. If between 20 and 30 frames with a good background and explain, then 5/7 will result. If less than 20 frames, discretion of the teacher for marking.

Definitions (3) and Animations (7) are valued at 10 each.

Simple Machine:	Teacher Initials:	Value:
Wheel and Axle:	Definition ____ Animation ____	____/10
Screw:	Definition ____ Animation ____	____/10
Wedge:	Definition ____ Animation ____	____/10
Lever:	Definition ____ Animation ____	____/10
Pulley:	Definition ____ Animation ____	____/10

Class Mark / Journal	/ 20
Activity	/ 60
Post Test	/ 20
Total	/ 100